

Claims

1. In a computer readable medium, a treemap visualization engine for generating treemap visualizations from arbitrary hierarchical data from a caller resource, comprising:

treemap generator object that receives an arbitrary set of hierarchical data from a caller resource and draws a treemap representation of the data; and

a treemap control object for displaying the treemap representation in a software application.

2. The visualization engine of claim 1 in which the treemap generator object includes a TreemapGenerator interface having a property that receives the set of hierarchical data as an XML string to form a collection of Node objects.

3. The visualization engine of claim 2 in which the XML string includes a <Node> element for each treemap node, the <Node> element having a child <Nodes> element that contains the child nodes of the <Node> element.

4. The visualization engine of claim 2 in which the treemap generator object further includes a Nodes interface having a method that adds an individual node object to the collection of Node objects.

5. The visualization engine of claim 1 in which the treemap generator object includes a TreemapGenerator interface having a method that draws the treemap representation of the data onto an object provided by the caller resource.

6. The visualization engine of claim 1 in which the treemap generator object further includes a Nodes interface having a method that adds an individual node object to a collection of Node objects.

7. The visualization engine of claim 1 in which the treemap control object includes a TreemapControl interface having a property that receives the set of hierarchical data as an XML string to form a collection of Node objects.

8. The visualization engine of claim 7 in which the XML string includes a <Node> element for each treemap node, the <Node> element having a child <Nodes> element that contains the child nodes of the <Node> element.

9. In a computer readable medium, a treemap visualization engine for

generating treemap visualizations from arbitrary hierarchical data from a caller resource, comprising:

treemap generator object that receives an arbitrary set of hierarchical data from a caller resource and draws a treemap representation of the data, the treemap generator object including a treemap generator interface, a Nodes interface, and a Node interface; and

a treemap control object for displaying the treemap representation in an application, the treemap control object including a Treemap Control interface, a Nodes interface, and a Node interface.

10. The visualization engine of claim 9 in which the treemap generator interface includes a property that receives the set of hierarchical data as an XML string to form a collection of Node objects.

11. The visualization engine of claim 10 in which the XML string includes a <Node> element for each treemap node, the <Node> element having a child <Nodes> element that contains the child nodes of the <Node> element.

12. The visualization engine of claim 10 in which the Nodes interface includes a method that adds an individual node object to the collection of Node objects.

13. The visualization engine of claim 9 in which the treemap generator interface includes a method that draws the treemap representation of the data onto an object provided by the caller resource.

14. The visualization engine of claim 9 in which the Nodes interface includes a method that adds an individual node object to a collection of Node objects.

15. The visualization engine of claim 9 in which the treemap control interface includes a property that receives the set of hierarchical data as an XML string to form a collection of Node objects.

16. The visualization engine of claim 15 in which the XML string includes a <Node> element for each treemap node, the <Node> element having a child <Nodes> element that contains the child nodes of the <Node> element.

17. In a computer readable medium, a treemap visualization engine for

generating treemap visualizations from arbitrary hierarchical data from a caller resource, comprising:

treemap generator object that receives an arbitrary set of hierarchical data from a caller resource and draws a treemap representation of the data, the treemap generator object including a treemap generator interface, a Nodes interface, and a Node interface;

18. The visualization engine of claim 17 in which the treemap generator interface includes a property that receives the set of hierarchical data as an XML string to form a collection of Node objects.

19. The visualization engine of claim 18 in which the XML string includes a <Node> element for each treemap node, the <Node> element having a child <Nodes> element that contains the child nodes of the <Node> element.

20. The visualization engine of claim 17 in which the Nodes interface includes a method that adds an individual node object to the collection of Node objects.